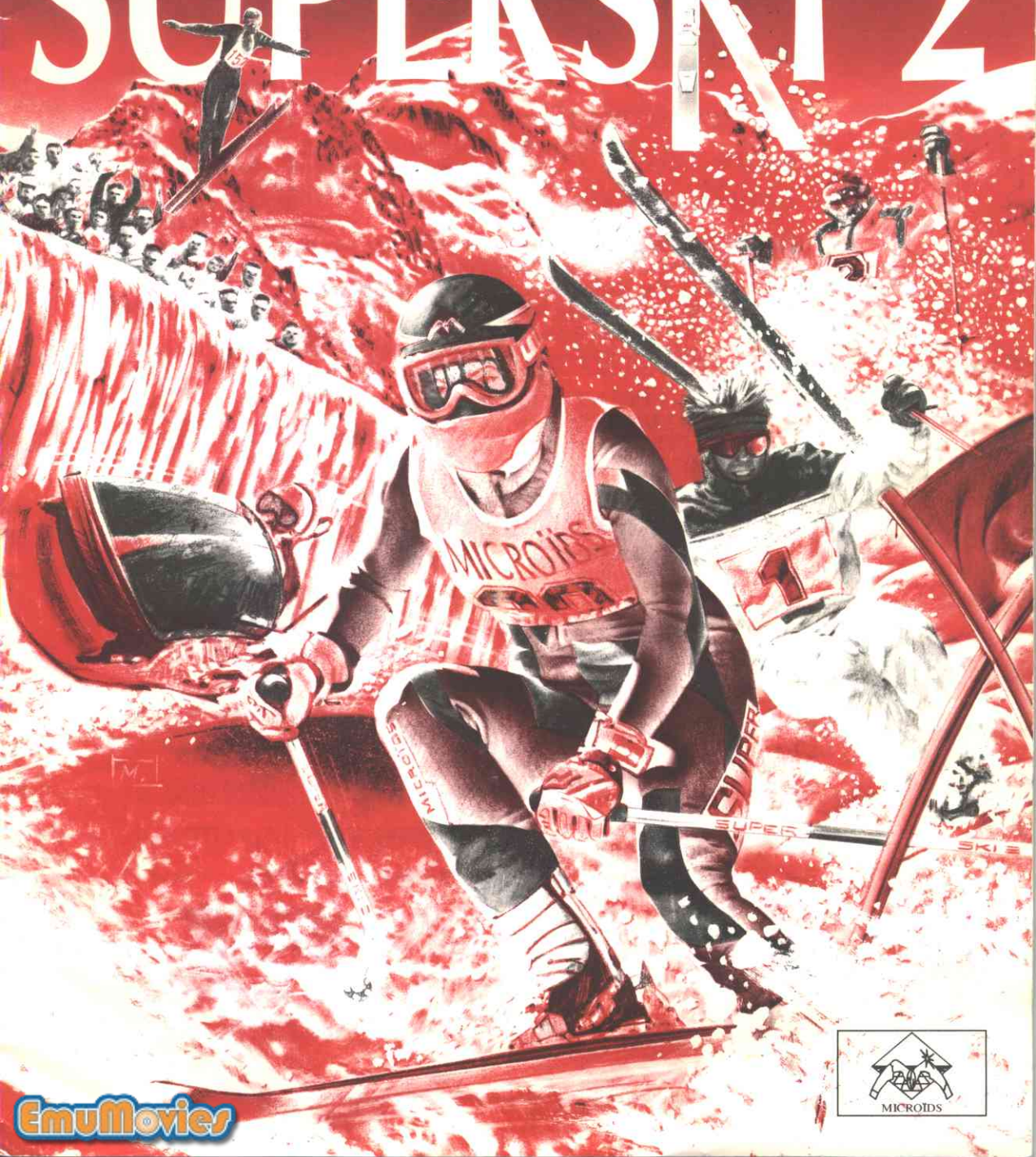


# SUPERSKI 2



EmuMovies



# USER MANUAL

## SUPERSKI 2

### CONTENTS

**LOADING INSTRUCTIONS** P. 2

**PROTECTION** P. 2

**I/ AIM OF THE GAME** P. 2

### **II/ THE MENUS**

How to make your selections P. 2  
 A) The Main Menu P. 3  
 B) The Training Mode P. 3  
 C) Compete Events Mode P. 3  
 D) Olympic Games Mode P. 4

### **III/ THE DIFFERENT EVENTS**

#### **1) DOWNHILL SKIING**

A) The Downhill P. 4  
 B) The Slalom P. 5  
 C) The Giant Slalom P. 5

#### **2) JUMP AND BUMPS**

A) Ski Jumping P. 5  
 B) Hot Dog P. 6

#### **3) BOBSLEIGH** P. 6

### **IV/ CONTROLS**

A) Downhill, Slalom, Giant P. 7  
 B) Ski Jumping P. 8  
 C) Hot Dog P. 8  
 D) Bobsleigh P. 9  
 E) Annex Controls P. 10

### **V/ THE SCREENS**

A) Schema 1: The Main Menu P. 10  
 B) Schema 2: The Locations Screen P. 10



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## LOADING INSTRUCTIONS

ATARI 520-1040 MEGA ST/STE.

AMIGA 500-500+ -1000-2000-3000

Switch off your computer, ensure that any peripherals (extern disk drive, printer...) are unplugged, insert the disk in the drive (drive A for Atari, DFO for Amiga), then switch on your computer and the program will start automatically.

### IBM PC & COMPATIBLES

Start up your PC with your DOS disk, insert the disk in drive A.

Type A: then ENTER

Type SUPERSKI then ENTER.

### INSTALLATION ON HARD DISK FOR IBM PC & COMPATIBLES

- Copy all the files in the directory of your choice.

- During the game, the original disk must stay in the drive.

### AMSTRAD CPC 6128-6128+

Switch off your computer, insert the disk in the drive. Then, switch on your computer and type:

RUN "SUPERSKI

## PROTECTION

While SUPERSKI II is loading, you will have to answer several questions about some of the flags. To help you answering them, refer yourself to the different flags you will find in this manual.

## I/ AIM OF THE GAME

Thanks to SUPERSKI II, keep up with the Olympic time and plunge into the atmosphere of winter sporting events: slalom and giant slalom, bobsleigh, hot dog, ski jumping, downhill...

You will have to accept the challenge of your opponents and to defend the colors of your country in the Olympic tournament. Before confronting the other candidates, you will have the possibility to train as much as you want on the Albertville's runs or to participate to friendly events.

Each event will require a specific effort:

\*dexterity and speed during the slalom

\*intrepidity to race down the run at a dizzy speed

\*a good sense of balance after taking off from the 90 meters ramp in order to avoid an hazardous landing

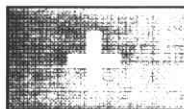
\* rigor in handling the bobsleigh, for the slightest deviation can eject you from the trail and send you to the hospital

And for the first time on micro computer, take part in the Hot Dog (ski bumping): perform a maximum of figures and jumps in a minimum of time.

## II/ THE MENUS

### HOW TO MAKE YOUR SELECTIONS

To make your selections in the menus you can use the joystick or the keyboard.



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**KEYBOARD**

Use the arrow keys to move the cursor in the selected area and press the space bar or the Enter key to validate your choice

**JOYSTICK**

Move the cursor by using the joystick and press the FIRE button to validate your choice.

**A) THE MAIN MENU (see schema 1 on page 10)**

The main menu allows you to determine the number of players, the Game mode you want, as well as the type of events.

- A: To select the number of players  
Click in this area to choose the number of players.  
From 1 to 4 players.
- B: Typing in a player's name (optional)  
When you click on this area, the letters of the alphabet are displayed on the screen and a cursor appears on letter A. To choose your letters, move the cursor with the arrow keys and press the space bar to validate your choice. When the name is typed in, click on the cross located on the right side of this area. To erase a letter, click on the arrow beside the cross.
- C: To select the controls mode  
By clicking on this area you choose the number of connected joysticks.
- D: Training Mode (SEE CHAPTER II B)
- E: Compete Events Mode or Olympic Games Mode (SEE CHAPTER II C & D)
- F: Selection of the events  
There are 6 icons corresponding to the different events. The 6 events are selected by default (they are lit up). When you click on one of them, it becomes less luminous; it means that you don't want to select it and that you will participate only to the five events left. When all the events are selected, you enter the Olympic Games World.

**B) THE TRAINING MODE**

The training mode allows you to improve your performances. When you click on area D, the locations screen is displayed and shows the mountains and the various resorts where the events take place.

Click on the icon corresponding to the event you want to practice. Once it is selected (the icon blinks), a page will brief you about this specific sport.

From 1 to 4 players can train in the same discipline.

To cancel a current training session, just press the ESCAPE key.

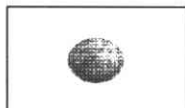
**C) COMPETE EVENTS MODE**

From 5 to 8 challengers can participate to a compete event.

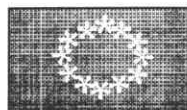
4 who are computer controlled + the human players (from 1 to 4).

To select the Compete Mode, move the cursor in area F and choose the events you want to be in.

If you have selected less than 6 events, click in area E (Compete Events Mode).



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The characters' selection screen is displayed. Select your player with the help of the arrow keys and press the space bar to validate your choice. The locations page appears, the selected events are displayed in bright red. The non-selected events, as well as the events already performed, are displayed in light red.

The event for which you are about to compete, is blinking.

## D) THE OLYMPIC GAMES MODE

By default, the Compete Events Mode follows the Olympic Games procedures. You will go through the 6 events. Click on area E (Olympic Games). In case you previously canceled some of the events, you just have to go in area F (See Schema 1) and to validate all the events. Then, bring the cursor back in area E and click on: Olympic Games Compete Mode.

The opening ceremony starts:

- Select your country
- Select your character

The locations page is displayed (see Compete Events Mode).

On your mark, get set, go...

## III/ THE DIFFERENT EVENTS

Your equipment is all set: your skis, 2M30 long, your bindings locked, your leg and forearm shields firmly tightened. Your fluo outfit, streamlined and cold-proof, is a must.

In the Compete Events Mode as well as in the Olympic Games Mode you have a right to two tries per event (three for the Ski Jumping).

You can quit an event or a compete mode at any time; just press the **ESC** key.

### 1) DOWNHILL SKIING

The events are: Downhill, Slalom and Giant Slalom.

They will take place in the Val d'Isère resort which ranges from 1785m to 1930m in altitude.

It is the resort of Great Champions and its setting is quite exceptional.

#### A) THE DOWNHILL

Speed, wind, sunnits, everything you can dream of: all of these sensations are yours with the King of all events, the Downhill.

Your objective is to guide your skier down a run with a 1000m drop.

You must go between the gates at a record speed.



It goes fast, sometimes too fast, so beware of the possible fall; when you are speeding more than 120Km/h, it can be quite painful.

Keep the "Schuss" position as long as you can (the position of the egg, that allows you to gain speed).

Beware of sharp turns and bumps.

2 tries.



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## B) THE SLALOM

You must reach the finishing line in a minimum of time while performing a certain number of turns. You ski down a slope where pairs of flags indicate the run: these are the gates and they are topped by triangular flags of red and blue alternating color.



Going through the gates: you must go between two posts of the same color (a gate). When you meet a line of vertical gates (the gates are standing in Indian file), and you pass the first one on the left, you must pass the second one on the right, then the next one on the left etc...

There are 75 gates to pass before reaching the finishing line. Remember, if you miss a gate, you get a penalty = no medal!  
2 tries.

## C) THE GIANT

This discipline is highly technical. When it was innovated, it was presented as a compromise between the downhill and the slalom. It allowed downhill skiing while performing large turns.

The difference with the Special slalom is a wider interval between the gates which are topped with a pennant. They are also of alternating color (one red, one blue, one red, etc...).



2 tries.

## 2) JUMP AND BUMPS

### A) SKI JUMPING

This event will take place in the Courchevel resort that stretches between 1100m and 1850m in altitude.

The Big ramp has a 120m point K, the regular ramp has a 90m point K. The point K is called the critical point, that means it theoretically shows the possible total length of a jump.

You will jump from the Big ramp!



Your objective is to jump as far as you can and to land on your skis. You dispose of three tries. During the jump, keep your skis parallel and your body in a position of 30°. When you are ready to land, keep your skis parallel, or else...!

You have the choice between two jumps:

The "parallel skis" jump or the "scissors skis".

The second one is based on a new technique that allows you to perform a longer jump but difficult to achieve (the landing can be hazardous).

The camera is at the end of the ramp; push the joystick down to start your skier and press the Fire button to be propelled in the air and to start your landing... now it's your move!

3 tries.



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## B) THE HOT-DOG

This event is a true virtuosity and speed test, for the run is blazed on a wall, that is the steepest and bumpiest slope you could dream of.

You ski down, parallel to another contestant (another player or a computer controlled player). Your objective is to ski down the slope as fast as you can while performing a maximum of jumps.



Depending on the bumps you will meet, your jumps will be more or less impressive.

You have the choice between 5 different jumps, each one of them corresponding to a specific command you give to your skier. By using the joystick or the keyboard you guide him in the good direction while pressing the Fire button or the space bar at the right moment.

If your skier is unbalanced, you must immediately change his course so that he gets back to a stable position.

If you are ready to practice a minimum, you will then be able to perform impressive jumps such as: the Helicopter, the Cossack, the Duffy, the Twist and the Back-scratch.

The point you score depends on your style, on the difficulty and the beauty of the jumps, and on your racing time.

2 tries.

## 3) BOBSLEIGH

This event, displayed in 3 D, will expressly interest the speed fans. You speed down an icy 20i slope with a great number of turns (some at 180i and more). You control your board with a steering-wheel and you slow down by using the brakes which get hooked in the ice.

Thanks to its streamlined profile, your machine is especially designed for speed and is now waiting for you to make good use of it...

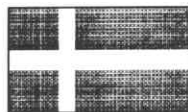


Your objective is to go as fast as possible while maintaining the best trajectory. Once you are familiar with the run, and after a little training, you do not feel the urge to slow down. Then you can hope to beat the Olympic record and, why not, climb on top of the podium.

2 tries.



SPA

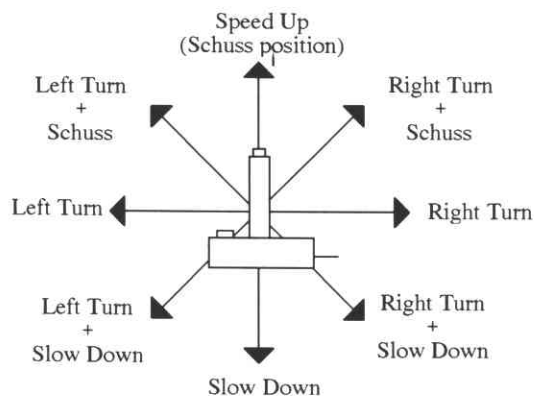


SWE

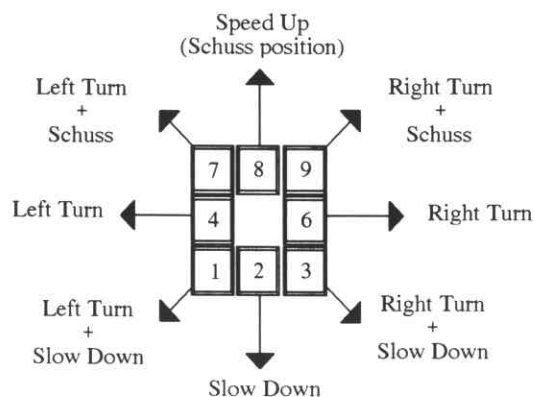
## **IV/ CONTROLS**

### **A) THE DOWNHILL, THE SLALOM, THE GIANT**

#### **JOYSTICK CONTROLS**



#### **KEYBOARD CONTROLS**



**CAN**



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## B) SKI JUMPING

### a) Joystick Controls

#### On the Ramp:

- Push your Joystick down and press the Fire button to start your run.
- To start your jump, press the Fire button a second time.  
Once you have reached the end of the Ramp, don't wait too long before pressing the button for your jump or you may fall.

#### After the Ramp:

- Use the **Left/Right** positions of your Joystick to keep your skier balanced.
- Use the **Up/Down** positions of the Joystick to keep the skis parallel.  
*If you want to try the "scissors" technique, keep your skis parallel and press the Fire button. To go back to the parallel position, just press the Fire button again.*

### b) Keyboard Controls

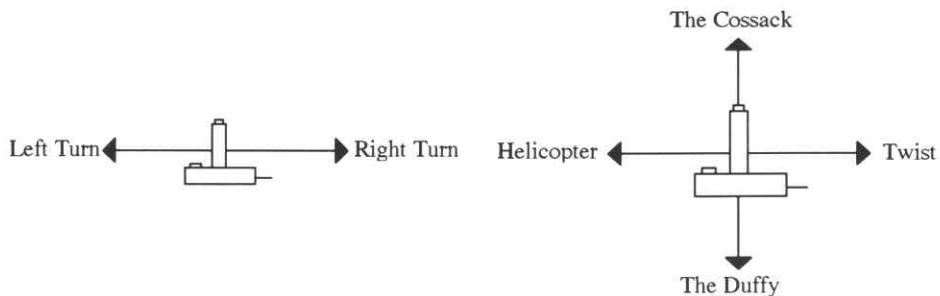
#### On the Ramp:

- Press the downwards arrow (key 2) and then the space bar.
- To start your jump, press the space bar a second time.  
Here again, beware of a possible fall.

#### After the Ramp:

- Use the Left/Right arrows (key 4 & 6) to keep your skier balanced.
- Use the Up/Down arrows (key 8 & 2) to keep the skis parallel.  
*To try the "scissors" technique, keep your skis parallel and press the space bar. To go back to the parallel position, just press the space bar again.*

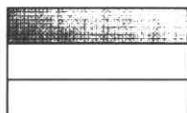
## C) HOT-DOG



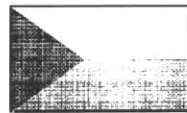
Joystick Controls for the Movements  
Without Pressing the Fire Button

Joystick Controls for the Jumps  
while Holding the Fire Button.

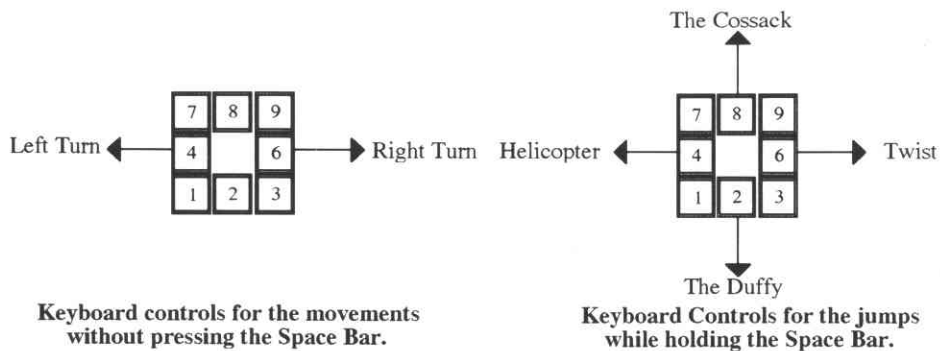
**\*If you press the Fire Button without giving a specific direction, the skier will perform a 5th jump: The Back-Scratch.**



LUX

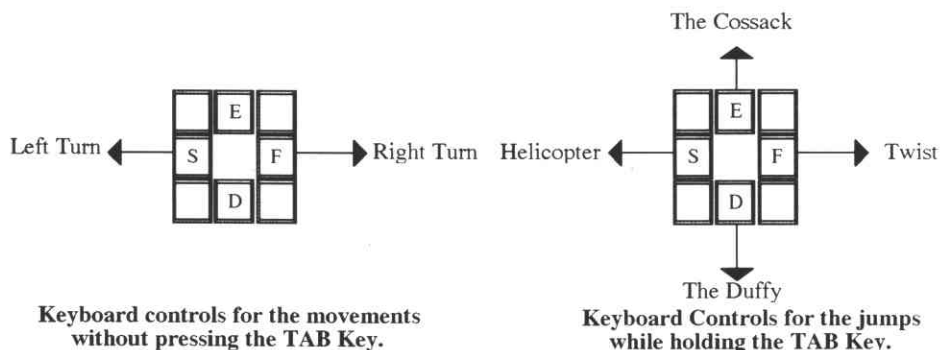


TCH



\*If you press the Space Bar without giving a specific direction, the skier will perform a 5th. jump: **The Back-Scratch.**

### Keyboard Controls For Player 2 PC Only



\*If you press the TAB key without giving a specific direction, the skier will perform a 5th. jump: **The Back-Scratch.**

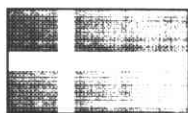
## **D) BOBSLEIGH**

### *a) Joystick Controls*

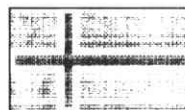
#### *Before getting in the bobsleigh:*

- Push your Joystick up to give an impulse to the bobsleigh.
- Press the Fire button to make the contestant get in the bobsleigh.

If you wait too long before pressing the button, you may fall.



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***After getting in the bobsleigh:***

- Use the **Left/Right** positions of your Joystick to control the trajectory of the bobsleigh
- To slow down, push the Joystick down.

***b) Keyboard Controls******Before getting in the bobsleigh***

- Press the upwards arrow (key 8) to give an impulse to the bobsleigh.
- Press the Space Bar to make the contestant get in the bobsleigh.

If you wait too long before pressing the Space Bar, you may fall.

***After getting in the bobsleigh:***

- Use the **Left/Right** arrows (key 4 & 6) to control the trajectory of the bobsleigh.
- Press the downwards arrow to slow down.

**E) Annex Controls:**

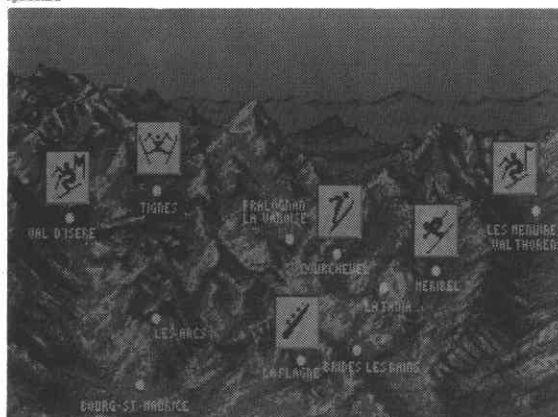
**ESC:** you quit the event/you go back to the main menu

**P:** Pause.

FIGURE 1



FIGURE 2



**If you need more informations, don't  
hesitate...**

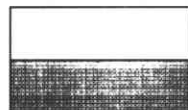
**Write to:**

**MICROIDS  
58, Chemin de la Justice  
92290 CHATENAY-MALABRY  
FRANCE**

**Or call us: (33-1) 46.32.24.35**



**FIN**



**POL**